EXCALIBUR ELECTRONICS

Touch SuDoku

User's Guide

www.ExcalibrElectronics.com

Model No.: 453

Congratulations on your purchase of Touch SuDoku. Now, the challenging game of SuDoku can travel with you anywhere. Touch SuDoku offers millions of puzzles, and simple, intuitive controls for nearly endless SuDoku fun!

Please read through this guide thoroughly , especially noting safety and care instruction. Keep this guide for reference.

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BATTERY INSTALLATION

- The battery compartments are located on the back of the unit. Using a small Phillips screwdriver, remove each compartment cover.
- Install 2 fresh, alkaline AAA batteries, making sure to match the polarity (+ and -) as shown on the diagram inside of the battery compartments.
- Replace the covers and screw in firmly.

NOTE: After inserting new batteries, if the unit does not work properly, press the RESET button.

To conserve battery life, this unit will automatically shut off if left inactive.

Key Functions

On/Confirm

Press to turn the unit on; press to confirm your game number after selecting a puzzle number; press to wake up the unit after it falls asleep; press and hold for two seconds to display the correct numbers when the 'Self Play' function is on.

Load/Save

Press to enter the save menu, as shown below:

Save
01 02 03

Touch any of the numbers keys (1, 2, 3) and touch again to save your puzzle. The icon save will appear on the left hand side of the screen to indicate the puzzle has been saved. If you save another puzzle using the same number, this will replace the previous puzzle. You can save up to three puzzles. Press to enter the load menu, as shown below:

Load
01 02 03

Touch any of the numbers keys (1, 2, 3) and touch again to load your puzzle.

Undo/New game

Press to undo your last entry. Press and hold for two seconds to return to the puzzle number selection screen.

View

Press to view all preset numbers. The preset numbers will flash. Press again to return to your game.

Hint

Press to display the correct answer for the selected square.

Menu

Press to enter the following submenu:

- Self Play Off
- False Flash On
- Con 4
- Sound On

Use the stylus to select any of the above submenus.

<u>Self Play Off</u>
Press to turn this function on or off. When this function is on, the unit will generate all correct numbers automatically when you touch the ON/CONFIRM button once. This function is available in all puzzles in Random mode, levels 1-343 and 667-676 in Preset mode.

<u>False Flash On</u>
Press to turn this function on or off. When this function is on, an

incorrect entry will flash, an alert will go off and a circled-X icon will appear on the side of the screen.

Con 4
Press to adjust the screen contrast. There are eight settings.

Sound On
Press to turn the sound on or off.

Reset
Press to reset the unit. The reset button is located on the back of the unit.

About SuDoku
The object of the game is to place numbers in the empty squares so that each row, each column and each three by three grid contains the numbers one through nine once.

How to Play Touch SuDoku
Your Touch SuDoku consists of 2 game mode: RANDOM (GI) and PRESET (GII). In RANDOM mode the unit will generate one puzzle randomly. In the PRESET mode there are 999 pages. Puzzles 1-333 are for beginners; puzzles 334-666 are for advanced players; puzzles 667-999 are for expert players.

After you've installed new batteries, press the RESET button. The screen will display GI (RANDOM), GII (PRESET) and the sound icon.If no key is pressed a demo will begin. Press any key to exit the demo.

Touch GI and the unit will generate a puzzle randomly. A melody will play and the word RANDOM will be displayed. The games begins when the time begins to count.

Touch GII to select PRESET mode, the screen will display PAGE 001 and the preset numbers for the first puzzle. The first digit of the page number will flash. Input the page number you wish to play with the stylus by pressing on the respective number along the bottom of the touch screen. After you've selected your desired puzzle, press CONFIRM button to play.

The cursor will flash on the first empty square of the first row. Touch any of the empty squares once and the corresponding number key to input your desired number. You may touch the empty squares consecutively to scroll through numbers one through nine. If you input an incorrect number, you will see a circled-X icon flash and you will hear beeping sounds. You can turn off this function by selecting menu and false flash on. You have to return to that square and input a new entry to proceed if the false flash function is on.

The maximum time allowed to complete a puzzle is 999 minutes. The timer will begin to count from 0 to 999. After you've completed a puzzle,

press the ON/CONFIRM button. The unit will play a winning melody and the win icon will appear on the side of the screen. The screen will show your score as shown in the following example:

1 102 320

The first number (1) represents the number of the puzzle in the list. The second number (102) represents the time of completion. The third number (320) represents your final score. Touch any button to display the following puzzle. Then press the confirm button to play. Your Touch SuDoku can store up to nine puzzle records. You can view your score records by pressing the confirm button after completing a puzzle.

Additional Features

Touch SuDoku includes several additional game features.

The Self Play feature is like an answer key at the back of a SuDoku book. If this feature is on, you can view all of the correct entries for the puzzle by touching the confirm button for two seconds. If you're stumped and just want to see the correct answer for a single square, press the hint button. The false flash function enables you to complete a puzzle with or without knowing whether an entry is incorrect. If you input an incorrect entry when the function is on, you will know because the incorrect entry will flash. This function is great for beginners. If you are more advanced and do not want to know if your entry is incorrect, turn this function off.

In addition, you can even play against your friends by playing the same puzzle. At the end of each puzzle, you get a final score. Challenge a friend to the same puzzle and see who gets the top SuDoku score!

Scoring

Scores are computed by totalling the following:

- 10 points: Filling in an empty square correctly.
- 10 points: Completing a three-by-three grid correctly.
- 90 points: Completing an entire puzzle correctly.

Tips

Use the following tips in your game and you'll be a SuDoku master in no time. If you get stuck during a game, try one of the following suggestions. If you can't figure out a correct number for a square, press the hint button for an answer. If you believe you have incorrectly input a number, you can delete it by pressing the undo/new game button. Sometimes when you get stuck, it's best to take a break and return to the puzzle later with a clearer mind. Press the load/save button to save your

puzzle. When you are ready to give it another shot, press the load/save button to return to your saved puzzle.

Care & Handling

- Avoid rough handling such as bumping or dropping.
- Avoid moisture and extreme temperatures. For best results, use between the temperatures of 39°F and 100°F (4°C and 38°C).
- Clean using only a slightly damp cloth. Do not use cleaners with chemical agents.
- Do not disassemble the unit.

Battery Information

- Your Touch SuDoku uses 2-AAA batteries.
- Do not mix old and new batteries.
- Do not mix alkaline & standard or rechargeable batteries.
- Install batteries so that the polarity (+ and -) matches the diagrams in the battery compartment.
- Use only batteries of the same type.
- Remove exhausted batteries from the unit.
- Do not short circuit battery terminals.

Computers can sometimes "lock up" due to static discharge or other electrical disturbances. If this should happen, use a slim, pointed object to press the button marked "RESET."

This device complies with Part 15 of the FCC Rules Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if no installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient or relocate the receiving antenna.

- Increase the separation between the equipment and receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

- Consult the dealer or an experienced radio/TV technician for help.

90-DAY LIMITED WARRANTY

EXCALIBUR ELECTRONICS, INC., warrants to the original consumer that its products are free from any electrical or mechanical defects for a period of 90 DAYS from the date of purchase. If any such defect is discovered within the warranty period, EXCALIBUR ELECTRONICS, INC., will repair or replace the unit free of charge upon receipt of the unit, shipped postage prepaid and insured to the factory address below.

The warranty covers normal consumer use and does not cover damage that occurs in shipment or failure that results from alterations, accident, misuse, abuse, neglect, wear and tear, inadequate maintenance, commercial use, or unreasonable use of the unit. This warranty does not cover cost of repairs made or attempted outside of the factory.

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to 90 DAYS from the date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on the duration of LIMITED 90-DAY WARRANTY implied warranties and do not allow exclusion of incidental or consequential damages, so the above limitations and exclusions in these instances may not apply.

The only authorized service center in the United States is:

Excalibur Electronics, Inc.
13755 SW 119th Ave
Miami, Florida 33186 U.S.A.
Phone: 305.477.8080
Fax: 305.477.9516
www.ExcaliburElectronics.com

Ship the unit carefully packed, preferably in the original carton, and send it prepaid, and adequately insured. Include a letter, detailing the complaint and including your daytime telephone number, inside the shipping carton. If your warranty has expired and you want an estimated fee for service, write to the above address, specifying the model and the problem.

NOTE: Please do not send your unit without first receiving an estimate for servicing from EXCALIBUR ELECTRONICS, INC. Contact us before sending your unit. We cannot store your unit!

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Please Visit Us @
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